**Level 1**

You appear in a strange office. The office is dark, and your flashlight is dead.

The door is locked. You search the place, and you find a tiny key beside a plant, and a battery for your flashlight in one of the drawers. The office has a functioning light switch.

The tiny key opens the third drawer. In there, you find a tagged key. The tag is identical to a tag on the door.

You open the door and go outside. There are long, dark hallways. No lights is functioning. You try the doors, but they are all locked.

You advance through the hallway, and one light starts flickering. You find an unlocked door. You enter, and you find what looks like a kindergarten classroom. You find another tagged key.

You go back with the key, and find a door in front of the first office. It looks like a teachers’ room. There is a journal, narrating some kind of terrifying event in the kitchen. It has a door tag drawn onto it. You find one more tagged key.

When you go back to the hallways, everything is dark again. All lights you turned on, are gone. You find a matching canteen door at the end of the hallway. You start hearing someone trying to speak.

You enter the kitchen inside the canteen. You hear a jump scare, and you see a paralyzed individual made of wire, crying for help. You try to help him, but he shines and looks like he’s going to explode.

**Level 2**

You appear in your bedroom. You start trying to remember the dream. You didn´t lie down, it was like daydreaming. (…)

You must take your pills and go to bed.

**Level 3**

You appear in the dream hallway. It’s completely dark, no light is on. You have your flashlight, but all doors are locked. You hear banging on one of the bathroom doors. There is a little pot in the hallway, with a key on it. You open the door, and there’s absolutely nothing. (…)

You go back to the hallway. All lights are on this time. (…)

**Level 4**